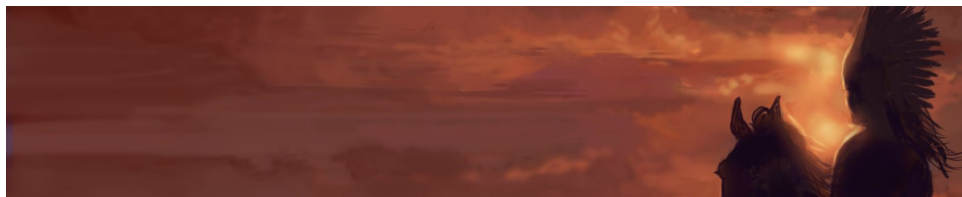


LEGENDS OF THE UNTAMED WEST



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RULES

Legends is a role-playing game (RPG). In an RPG, each player controls one more characters who go adventuring.

Adventures

Adventures are designed for solitaire or group play. In group play, one player (the GM) reads the instructions aloud and carefully logs the party's progress and game time.

CHARACTERS

Each character possesses three attributes: Strength, Dexterity and Intelligence.

Strength (ST): Strong characters inflict and survive more damage.

Dexterity (DX): Agile characters hit enemies and dodge blows with greater success.

Intelligence (IQ): Smart characters are better able to apply intellect and notice clues.

New Characters

New characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills; of which up to two can be combat skills.

RESOLVING UNCERTAINTY

Passing a Check

A character hits a foe by passing a three-die DX check (**3/DX**). The player rolls three six-sided dice (3D6) and totals the results. If the total is the character's DX or less, he hits; otherwise he misses. If he hits, roll for damage (see Damage).

Example

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits his target.

Checking Other Attributes

A ST check (**3/ST**) can be required for physical feats or an IQ check (**3/IQ**) for mental ones. A four-die check is abbreviated **4/DX**, **4/ST** or **4/IQ**.

Winning a Check

Opposing players roll dice. The character with the higher total wins, unless his total exceeds his attribute (+skills). On a tie, the higher attribute wins. If both totals go over, both characters fail. The attacker decides his number of dice first.

Example

Ajax (ST12) rolls three dice; Hector (ST11) rolls three. Ajax rolls 13; Hector 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins.

SEQUENCE OF PLAY

Legends is played in turns. Players alternate turns until only one side survives.

Initiative

Decide initiative with a die roll. The side with initiative takes the first turn.

Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

Player's Turn

The player moves each of his characters, in any sequence, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the next player begins.

Character's turn

A character can move up to his movement allowance (MA) and execute ONE action. He must move before acting. A character may pass.

MOVEMENT

A character's MA is half his DX, rounded down. A character may move up to his MA in hexes before executing an action. For example: Ajax (DX11) moves five hexes and attacks.

Example

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Space

Only one character can occupy a space, unless grappling an enemy. A character must stop upon entering an enemy's space.

ACTION

Every character can execute ONE action per turn. An action is striking, shooting, entering a defender's space, grappling, etc. A character cannot move after an action.

Strike

An attacker hits an adjacent foe by passing 3/DX. The defender can then dodge by passing 3/DX (see Reaction). If the attacker hits, roll for damage. If the defender survives the hit and did not dodge, he can counterattack (see Reaction).

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack (see Reaction).

A shooter cannot move in the turn he shoots, but a thrower can. Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

Entering The Defender's Space

An attacker enters a defender's space. The defender can dodge into an unoccupied adjacent space by winning a DX check, or he can counterattack by passing 3/DX. Hitting adds an extra die of damage. Characters in the same space are now grappling.

GRAPPLING ACTIONS

Grappling Attack

Grapplers can only attack each other, and cannot attack on the turn they enter the enemy's space. The character winning a ST check hits his opponent, even if it is not his turn (an unarmed grappling attack negates armor).

Drag Grappled Opponent

A grappler drags his opponent into any adjacent unoccupied space by winning a ST check. A grappler with twice or more the ST of his opponent suffers no mobility penalty and can also attack enemies outside of his space. When moving, he carries his opponent with him.

Escape From Grappling

A grappling character escapes into any empty adjacent space by winning a ST check. If he fails, he remains grappled. A character with twice or more the ST of his opponent may freely exit the grappling space and move and act normally.

OTHER ACTIONS

Change Weapons

A character takes a turn to change or pick up a weapon. He cannot move in this turn.

REACTION

A defender can react to ONE of his attackers. However, the defender gives up his following turn. A reaction is dodging, counterattacking, or in limited cases, entering the attacker's space.

Dodge

A defender dodges a strike by passing 3/DX. He must retreat away, into an unoccupied adjacent space, or he cannot dodge. He may view the attacker's hit roll result but not damage roll result before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

Zone Of Control

If an attacker tries to move around or past an adjacent defender without attacking or entering his space, the defender may counterattack or enter the attacker's space without being hit.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. Each fatigue point delivered to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter and recovers all his fatigue with a full night of sleep.

Recovery

Between adventures, characters recover fully. During play, a character recovers in a week if he: (1) remains in one location, (2) is sheltered from the elements, and (3) participates in no combat or any other activity.

WEAPONS

Damage (D)

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers.

Example

Ajax hits Hector for 2D6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

Weapons

UNARMED	D	H
Unarmed (U)	D3 (U)	-
HAND WEAPONS	D	H
Bowie Knife (G,D,T)	D6	-
Club (T)	D6	9
Tomahawk (T)	D6+1	9
Cavalry Saber	2D6-2	10
Spear (T)	D6+1	10
Missiles	D	H
Bow (2)	D6	10
Revolver (G)	2D6-1	8
Rifle (2)	2D6	9
Musket (2)	2D6	10
Shotgun (2)	3D6	10
EXPLOSIVES	D	H
Dynamite (T, X)	2D6+2	6
Molotov (F, T, X)	D3	6

(2) Two-handed weapon.

(D) A dagger does D6+2 damage grappling.

(F) Burns D3 per turn in that hex; ignore armor.

(G) Only G weapons can be used grappling.

(T) This weapon can be thrown.

(U) D3 fatigue, (+1 if the attacker is stronger).

(X) Explosive affects five-hex diameter circle. If thrower misses, randomly place blast center adjacent to original target hex.

ARMOR

Armor (A)

When a character is hit, reduce his damage by the cumulative rating of his armor.

Example

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

Restriction (R)

Adjust a character's DX down by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

Armor

TYPE	A/R
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Canvas Coat (B)	1/1
Leather Coat (B)	2/2
Small Shield (B, S)	1/0
Shield (B, S)	2/1

(B) Does not protect against bullets.

(S) Shields cannot be used while grappling.

CAMPAIGNING

Experience Points

Characters use experience points (XP) to buy skills and attribute points. After each encounter, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one XP.

Advancement

Between adventures, a normal character may cash in 10XP for a skill—but only between adventures. A character may permanently increase an attribute at any time, provided he spends XPs equal to the next higher level. For example: an IQ13 character can spend 14XP to get IQ14.

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to other adventures.

Curse

A cursed character adds one to all his rolls (making it harder to succeed). He only returns to normal when the curse is lifted. A character expends one wish, three karma points, or 10 XP to lift a curse. Curses are cumulative.

SKILLS

To use a skill, a character must roll his attribute (+skill) or less: "Ajax (ST12 Swimming+1) must roll 13 or less to swim ashore."

Required Skill Checks

Sometimes the character must already know the skill to attempt the check. The text indicates this with the word AGAINST: "On passing 3/ST against Swimming, Ajax swims ashore."

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this with a plus sign: "On passing 3/ST+Climbing, Ajax scales the wall."

ATHLETICS

Acrobat: reduce fall damage by 1D6 for each acrobat level on 3/DX.

Climbing: scale obstacles on 3/ST.

Riding: ride large animals on 3/DX.

Swimming: swim on 3/ST.

Sword: +1 with a sword.

Unarmed: +1 damage or +1ST grappling.

SOCIAL

Charisma: control non-hostile NPC by winning an IQ check.

Diplomacy: on winning an IQ check, change an "attack" option to a "talk" option or vice versa.

Language: speak specific language on 3/IQ. Languages include: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navaho, Pawnee, Sioux, Spanish, Ute, and Indian Sign Language.

Leadership: leader sacrifices turn to add his leadership rating to one character's check.

Literacy: literacy in specific language on 3/IQ.

SURVIVAL

Land Navigation: navigate the wilds on 3/IQ.

Stalker: at the beginning of a combat, the character (not party) gets a free turn by winning a DX check against the opponent's IQ.

Stealth: evade detection by winning a DX check against enemy's IQ.

Survival: live off land on 3/IQ.

Tactician: in an encounter, the character can steal initiative by winning an IQ check.

Tracker: track quarry across the wilds on winning an IQ check.

THIEF

Locks: pick locks on 3/DX.

Streetwise: negate surprise by winning an IQ check against the enemy's DX.

Thief: steal objects on 3/DX.

Traps: detect/remove traps on 3/IQ.

TRADES

Crafts: carpenter, farmer, fishing, mason, smith, weaver; earns daily skilled labor rate on 3/DX.

Driver: handles wagons on 3/DX.

Medic: heal one damage point per medic level for damage sustained in current combat on 3/IQ. Used after combat is over.

Merchant: purchase goods at 10% off list price for each merchant level by winning an IQ check.

Scholar: know history and science on 3/IQ.

COMBAT

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe: +1 with an axe, mace or club.

Bow: +1 with a bow.

Dagger: +1 with a dagger.

Pistol: +1 with hand-fired weapon.

Pole Arms: +1 with spear/halberd.

Rifle: +1 with shoulder-fired weapon.